

CLAIMS

What is claimed is:

- 1 1. A method for selectively storing a show associated with a broadcast
2 channel capable of being received and displayed by an entertainment system, the
3 method comprising:
4 receiving programming data associated with the channel;
5 displaying a show associated with the channel;
6 displaying a menu associated with storing of the channel in memory;
7 selecting to load the programming data of the channel into memory of the
8 entertainment system; and
9 loading the programming data associated with the channel into the memory.

- 1 2. The method of claim 1, wherein the selecting to load includes
2 specifying that the channel is to be added to a list of stored channels.

- 1 3. The method of claim 2, further comprising removing a current channel
2 from the list of stored channels.

- 1 4. The method of claim 1, further comprising selecting for display, a list
2 of stored channels and displaying the list of stored channels.

3 selecting an option to cause a broadcast receiver to tune to a channel in the
4 list of the stored channels to broadcast a show corresponding to the channel.

1 10. The method of Claim 7, further comprising:
2 selecting an option to exit the screen menu.

1 11. An entertainment system comprising:
2 a display monitor; and
3 a broadcast receiver coupled to the display monitor, the broadcast receiver
4 including
5 a front-end unit capable of receiving programming data associated
6 with a show broadcast for viewing on the display monitor,
7 a memory, and
8 a central processing unit coupled to the memory, the central
9 processing unit coupled to receive programming data associated with a
10 broadcast channel, the central processing unit to execute software to load
11 programming data associated with the channel into the memory.

1 12. The entertainment system of claim 11, wherein the central processing
2 unit executes software to display a screen menu on said display monitor, the screen
3 menu including an icon selectable to add a current channel to a list of channels
4 stored in said memory.

